

Assembly Instructions

Assembling the Coins

You will need:

- ✦ 2 pieces of letter paper (A4 will work if your printer can handle 8 inch (20.32cm) wide prints)
- ✦ 1 sheet of chipboard or thick cardboard (not corrugated)
- ✦ Straight edge and cutting tool, or a scissors if you have a really steady hand
- ✦ Glue (a thin layer of white glue works well), or you could use label paper
- ✦ Circle craft punch (1 inch or 2.5cm)

Instructions:

1. Print pages 2 & 3 on a high quality ink setting and good paper. Printing them in color will make it much easier to tell the types of coins apart.
2. Cut the printed coin sheets on the dashed lines. This will make it possible to line the fronts and backs up accurately.
3. Glue the front sheet to the chipboard making sure to line up the corner of the coin sheet with the corner of the chipboard.
4. Glue the back sheet to the back of the chipboard, and make sure you glue it so the gold coins are on the same edge as the gold coins on the front. If you properly line up the sheets to the corner and edges of the chipboard both sides of the coins will be lined up exactly.
5. Put it under some heavy books to make sure it dries flat.
6. After the glue is dry use the craft punch to punch out the coins. The colored area around the coins is just there so that small mistakes aren't too obvious. Try and punch them out so you can't see any of the surrounding colored area.

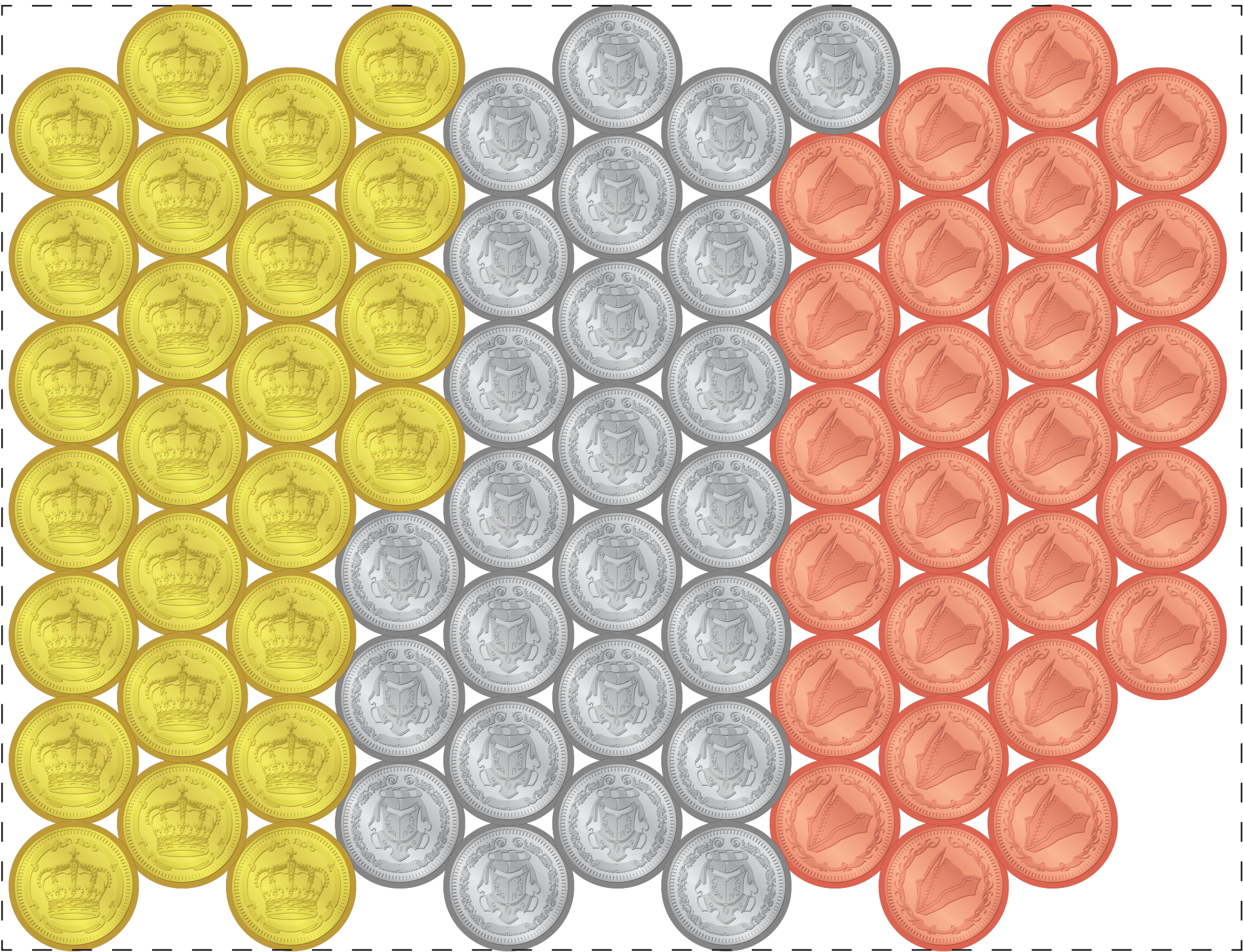
Assembling the Rules and Pouch

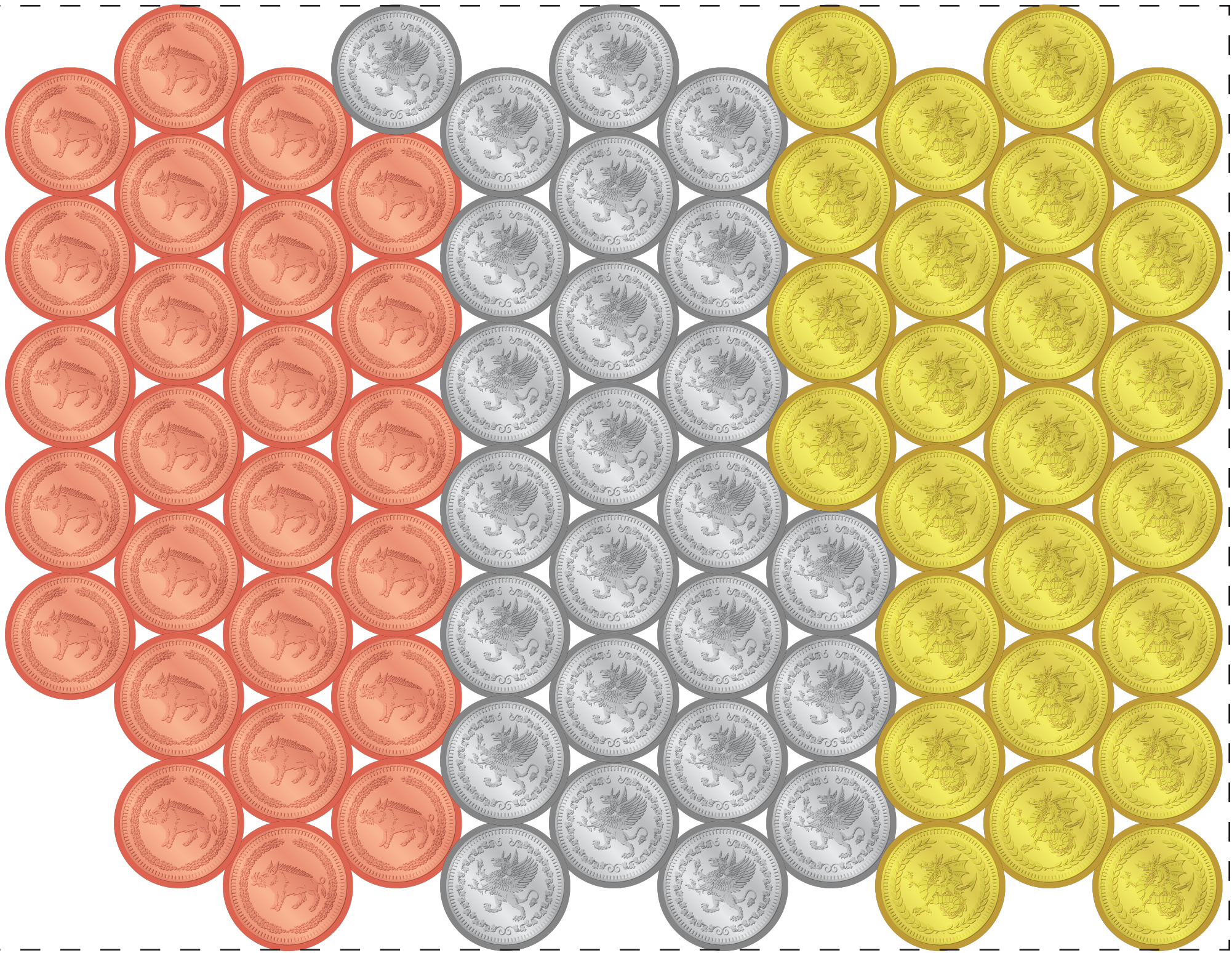
You will need:

- ✦ 1 piece of letter paper, preferably parchment style paper (Again A4 should work)
- ✦ Cutting tool (and a 1/2 inch or 1.25cm circle punch for a clean half circle on the pouch)
- ✦ Glue (don't use label paper for this) or double sided tape

Instructions:

1. Print pages 4 & 5 duplexed so the front and back are on the same sheet of paper. (If your printer doesn't duplex, a neat trick is to make a light mark with a pencil on one side's short edge and put it in the printer with the marked side first and on top. When you go to print the back put the marked side face down going first).
2. Cut the sheet of paper in half on the dashed line. You will have the rules and pouch separate now.
3. Take the rules and make a horizontal and vertical z-fold. Like a tic-tac-toe board but the folds go different directions. The Realm Coins logo should be on the front and the Phase Summary is on the back.
4. To assemble the pouch first cut out the front and back portions of the pouch on the solid black lines (do not cut the grey lines, they are for folding later). To get a clean half circle on the front use a 1/2 inch or 1.25cm circle punch.
5. Fold the tabs in and apply a thin layer of glue to them, or apply the double sided tape.
6. Carefully line up and press together the front and back of the pouch. Try not to have so much glue that it oozes into the pouch gluing the whole thing together. Trim the double sided tape if that's what you used.
7. Set the pouch between some heavy books so it dries strong.





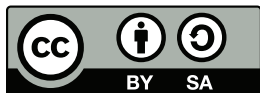
Realm Coins

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Players: 2 to 5

Contains: 25 copper, 25 silver, and 25 gold coins; a pouch; and these rules.



Overview: The goal of the game is to have a stash with a value of 40 or higher. Each turn every player will secretly bid simultaneously. Higher value bids win the higher value of the five pools.

Coins: The values and abilities are:

♣ Copper 1 Value
♠ Silver 3 Value
♠ Gold 5 Value



Peasant: Mob! Peasants after the first three have a value of 2 each while in your bid.



Boar: Charge! A bid or pool with more boars wins ties.



Knight: Quest! Knights return to your stash if they do not change the rank of your bid.



Gryphon: Swoop! Swap a coin from the pool you've won and the bid a rank higher.



Crown: Escort! Return crowns from your bid unless a knight is included.

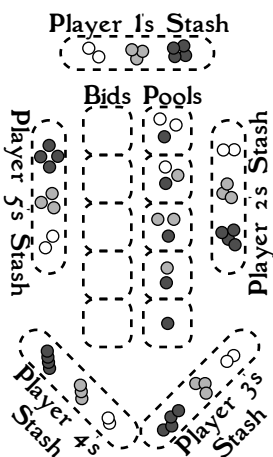


Wyvern: Appease! Sacrifice a coin from your stash unless you win a gold coin.

Preparation: Each player's stash starts with: 4 copper, 3 silver, 2 gold. Place five pools lined up in the center of the table as following:

1 copper
1 copper, 1 silver
1 copper, 2 silver
1 copper, 1 silver, 1 gold
1 copper, 2 gold

Place 12 gold and 6 silver in the pouch. Any extra coins are set aside and not used.



How to Play: The game is played in rounds. A round consists of 6 phases.

♣ **Forming Bids** ♣
Each player secretly bids by hiding their stash behind one hand and sliding some of their coins under their other hand, forming their bid. You may flip coins before putting them into your bid.

Realm Coins

✧ **Revealing Bids** ✧

When all players are ready reveal all bids simultaneously. Return any crowns not escorted by a knight to that player's stash. If a player bids zero that player places a coin from their stash into the largest pool, all other player's bids return to their hands, and a new round is started.



✧ **Ranking Bids** ✧

After all bids are revealed determine which bids have the highest value. If there are more than three peasants in a bid the peasant's "Mob!" rule applies. Ties are broken by the number of boars. Starting with the lowest value bid check if any knights return to the players stash.



Phase Summary

1. Forming Bids
2. Revealing Bids
 - a. Crown Escort!
3. Ranking Bids
 - a. Peasant Mob!
 - b. Boar Charge!
 - c. Knight Quest!
4. Winning Pools
 - a. Gryphon Swoop!
 - b. Wyvern Appease!
5. Bookkeeping
 - a. Reorder Pools
 - b. Add Coin
6. Determine Winner

✧ **Winning Pools** ✧

Starting with the highest ranked bid, players win the highest valued pool. You may not choose a different pool. With 2, 3, or 4 players there will be pools left over. If there are ties in the bid ranks, even after considering boars, then use the rules for tying bids in the next section.



Tying: tying players return their bids to their stashes. A number of the highest value pools still available equal to the number of tying players are converted into bids. This means the tying players will win nothing, and the pools they would have won change into bids (making them available for lower bidding gryphons).



Place your bid parallel with the pool being won (This helps keep things organized). If you have any gryphons in your bid you must simultaneously switch one coin per gryphon from the pool you've won with the bid one rank higher. If you are the highest bid your gryphons will have no effect.

Now collect the pool you've won by placing all the coins from the pool into your stash. If your bid contained any wyverns and you did not collect a gold coin from the pool you must take a coin from your stash for each wyvern and place it into your bid. If you have no coins left you are out of the game.



✧ **Bookkeeping** ✧

All of the bids become pools. Place the pools in the order of highest value to lowest value with boars breaking ties. The player who won the highest value pool (tying players are ignored) now takes one coin, without looking, from the pouch and adds it to the highest value pool.



✧ **Determine Winner** ✧

If any player has a stash value of 40 or more the player with the highest value stash wins. If there is a tie for highest value stash over 40 another round is played. The player with the highest value stash at the end of that round is the winner even if their stash value is below 40.